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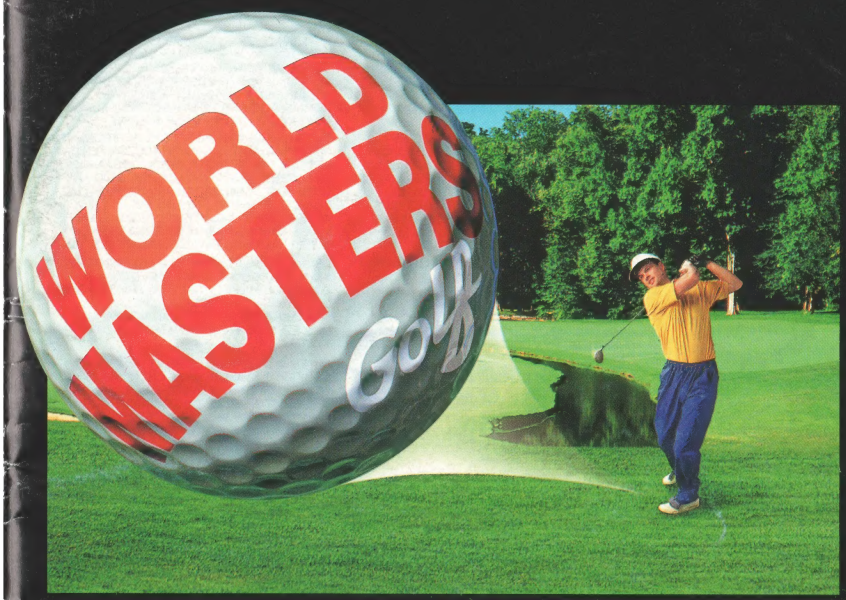

INSTRUCTION BOOKLET

TM

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

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LICENSED BY

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VAROITUS : LUE HUOLELLISESTI LAITTEEN VARUSTEISIIN KUULUVAT KULUTTAJATIEDOT JA HUOMAUTUKSET ENNEN NINTENDO-LAITTEEN, PELIN (GAME PAK) TAI MUUN VAURSTEEN KÄYTTÖÄ.

World Masters Golf

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Getting ready to play

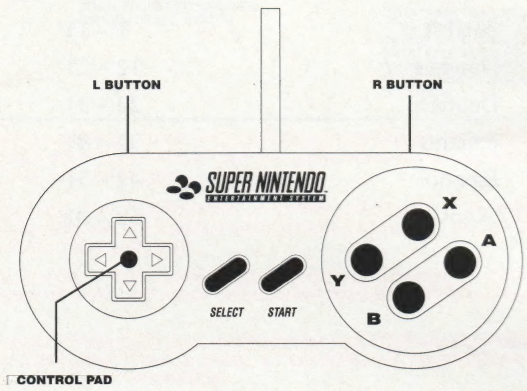
1. Set up your Super Nintendo Entertainment System according to the instructions which came with the unit.

2. Make sure that your control pad is plugged in – both of them if you're playing a friend.

3. Make sure that the power switch is OFF. Place the cartridge in the slot and press it down firmly until it clicks into place.

4. Turn the power switch to ON.

5. You're ready to play golf. Yippee!



World Masters Golf

Introduction

Welcome to World Masters Golf, the premier golfing simulation available for the SNES. This cartridge brings you all the fun and excitement of four demanding golf courses. Every aspect of the game is recreated for your enjoyment, including the sights and sounds of a modern golf course.

You'll be able to practice rounds on your own, against the SNES or against upto 7 friends; you can play the special one player challenge tournament and even play a matchplay game against a friend or the computer. Whatever your handicap, whether you're left or right handed and whether or not you've ever played a round of golf in your life you'll be able to set the game up to play the way that *you* want – you're going to love this game. Enjoy.

Get a Grip

Before we head for the first tee, lets get acquainted with the controls you'll use out on the golf course.

B Button – Starts and stops the shot strength indicator and accepts menu selections.

A and X Buttons – Shows you the ball's lie.

Y Button – Indicates where the hole is, by showing you the flag and allows you to go back through the menus if you wish to change something.

L&R Buttons – Enables you to change the club you're using.

Select – Calls up the menu screen, enabling you to view the overhead map and the scores.

Start – This gives you the ability to skip the current hole or even quit the entire round.

Let's head for the fairway and get playing. From the main menu, choose **Practice.** Now select the number of players by moving the arrow over the appropriate number and pressing the B Button, now press Start and you will be asked to choose which of the four courses you'd like to play on. For the purposes of this manual, choose Aldan Forest (by pressing Start) and the screen will change to show you your player on the first tee.

The Game Screen

Before we play, let's have a look at the in-game screen.

Aiming the ball: The small white cross hair in the middle of the screen indicates where the shot is currently aimed. Try moving this by moving the direction pad left and right. This will allow you to hit the ball to any point on screen. To move the direction of shot and keep the shot accurate you should always use the overhead map to change the direction.

Wind direction and strength: On the left of the screen in a white box you'll see an arrow that twitches about – this is your wind direction indicator. Underneath the box is a wind speed in mph – this indicates how strong the wind is out on the course, from a gentle breeze to a strong wind. Pay careful attention to both of these readings.

- When the arrow is pointing straight down, the wind is in your face and you'll have to hit the ball harder than usual to send it the same distance.
- When the arrow is pointing left or right, it means that you've got a cross wind and you'll have to move the direction cross hair in the opposite direction to compensate.
- When the arrow's pointing straight up the wind is directly behind you and your ball will fly further than usual.

Shot Statistics: Underneath the wind indicators are all your current shot statistics.

- On the left is the shot indicator – as we're at the very start, it should read **Shot 1**.
- Next to this is the par indicator. The par for a particular hole is the number of shots that it should take to get the ball into the hole. In this case it should read **4**, indicating that you should be able to sink the ball in four shots.
- Finally, at the very bottom is the flag distance indicator. This tells you exactly how far away the flag is from your current position. In this case it should read **425 Yards**.

Shot Meter: On the right of the screen is the most important indicator in the game. The shot indicator enables you to precisely hit the ball with the correct amount of strength. On the bar are the markers **0%** and **100%**. The **100%** indicates where you should stop the strength bar for a full strength shot – exceed this line and you'll hit the ball harder still, but its direction might be erratic. The **0%** indicates where you should stop the bar for a straight shot.

Take a Shot

Now that you're acquainted with the game screen, let's play. First of all, let's have a look at the overhead map by pressing **Select** & then **Y**. The first hole at Aldan Forest is a 425 yard Par 4. As you can see from the map, the only danger is that bunker on the right; but so long as we hit a straight shot, that shouldn't present much of a problem.

Press any button to return to the tee. For this first shot we're going to hit a full length stroke right down the middle of the fairway. Press the **B** button to start the strength meter and then press it again when it reaches the **100%** marker. When the meter reaches the **0%** marker press the **B** button a third time – try and get it dead on the line. The ball will now fly down the course.

Playing an accurate shot

On the face of it, golf is simply about hitting a dimpled ball down a stretch of grass, but there are many other factors to take account of that determine whether or not your shot is accurate. These are points that you should bear in mind:

- The wind strength and direction.
- The lie (position) of the ball.
- The club you use.
- The strength with which you hit the ball.
- The surface you play from.

Hooking and slicing (Draw and Fade)

When you play a shot, its direction is decided by where on the club you hit the ball, if you get the strength meter directly on the white line you hit the ball in the middle and will hit a straight shot (apart from deviations due to wind).

If you hook the ball this means that the ball will move to the left of a right handed golfer and to the right of a left handed golfer. If you slice the ball this means that the ball will move to the right of a right handed golfer and to the left of a left handed golfer. You hook the ball if you stop the strength meter before it reaches the **0%** indicator and you slice it if you hit it after it has passed the **0%** indicator.

Most of the time if the ball goes to the left or right it is because you have not been able to stop the strength indicator on the white line for the perfect shot, however, there may be times due to direction of wind that you may wish to deliberately hit the ball to the left or the right, this is called Draw and Fade. There are two ways of putting Draw and Fade into a shot:-

Let's say, for instance, that there's a strong wind blowing from left to right across the fairway. If you hit a straight shot in these conditions then the ball will get deflected over to the right. You can nullify this by deliberately hooking (drawing) the ball, sending it into the wind, so that the ball ends up going in a straight line. This technique is also useful if you find yourself confronted by an obstacle such as a tree or a lake. By deliberately putting lots of hook (draw) or slice (fade) onto the ball, you can effectively swerve around the obstacle and get the ball into a more playable position for your next shot.

The other is to use the Fade and Draw indicator within the game. Pushing up and down on the direction pad will the switch the Shot meter with the Fade and Draw indicator, You can then move the direction pad left or right to determine the amount of fade or draw you wish to put on the ball.

Choice of club or iron

The SNES will automatically choose the club it thinks is most suitable for your next shot. It makes this decision based almost entirely on the distance your ball is from the green and therefore it can make unwise decisions. You may decide to choose a more powerful (or weaker) club, hit with extra (or less) power. To change your club simply use the **L** and **R** buttons on the top of the joypad.

Putting

Once you've made it onto the green you have to contend with some new challenges. On the putting green it's the speed and slope of the grass that determines where the ball goes. Therefore it's important that you carefully analyse all the possible pitfalls before you take your shot – there's no point in making it to the green in two shots if you then spend another five trying to get the ball in the hole.

Firstly, have a look at the bar in the bottom left of the screen, which indicates the speed of the green. The further the red bar is to the right of the indicator, the softer you'll need to hit the ball. Now press the **X** button and you'll be able to see how badly sloped the green is – the arrow indicates which way the slope rolls.

You have a shot meter as you did when you were on the fairway, however the power is variable, if you push up or down on the direction pad it will change the maximum distance you can putt (between 10 feet and 90 feet) to take the putt push the B Button.

Using The Overhead Map

In order to play a good shot in World Masters Golf, you've got to be aware of all the possible obstacles. You can quickly find out what to expect from your next shot by calling up the overhead map. To view the map, press the **Select** and **Y** buttons. The dotted line pointing down the course is the projected flight path of your ball, given the power of the club or iron.

If you're playing a tee shot, this line will probably read 240 yards, which is the furthest your driver can send the ball at full strength. Try pressing the direction pad **up** and **down** – this changes the direction in which the ball will be played. Therefore, if you think that you're likely to hit an obstacle, such as a bunker, aim the ball in a different direction. Now try moving the direction pad **left** and **right** – notice how the line gets shorter and longer. This enables you to judge the distance to obstacles, so allowing you to decide if it is worthwhile going for dangerous shots or playing safe. The **L** and **R** buttons on top of the joypad change the distance in greater steps.

When you change the direction of the line on the map screen, you're also affecting the direction in which you'll hit the ball when you return to the fairway. Therefore check that everything's set-up correctly before returning to the course or you'll hit a shot into the woodland.

Check Your Score

At any time during the course of a game, you can check your score. To do this, press the **Select** and **B** buttons. The table gives details of all the holes, along with your performance thus far. Pressing the **Y** button gives you your current status on the hole you're currently playing. Pressing the **X** button indicates how you're doing overall. Pressing **A** takes you back to the course.

Tournament

If you're in the mood for a bit of competition, why not try your skill against the SNES. The tournament option is a great way of honing your talents, enabling you to get to grips with the control system. The tournament option is actually a series of challenges, each designed to test your abilities. Initially these challenges are fairly simple, but as your skill increases you'll have to work harder and harder to win.

Matchplay

The matchplay option is for a maximum of two players. The idea here is to win individual holes – ultimately your final score doesn't matter. You play the game exactly as you would any other round of golf, except that at the end of the hole, it's he or she who putted down in the fewest shots that wins the hole. If two people get the same score then the hole is halved – nobody gets a point.

Options – Create Your Own Golfer

In order to get the most out of World Masters Golf you may decide that you'd like to set up your own player. This enables you to modify such variables as the sex of the player and the clubs they carry – all of which should enable you to play a bit better.

To change a player's set up, choose the **Select Player Details** option when you're choosing the number of players in a game. To create your own golfer, move the direction pad down and enter your player's name. You can now choose the player's sex, the clubs they carry, the joypad used, their handedness and their skill level.

If you don't want to create your own player then you can choose one of the pre-set characters. To do this click the **B** button on **Load Golfer** and choose the player you'd like to control. Alternatively, you can decide which CPU golfer you'd like to play against.

All Four Courses

For your golfing gratification there are four courses simulated in World Masters Golf. Each of these represents a different challenge and only by mastering all four can you can call yourself a World Masters Pro.

Aldan Forest

It's quiet, it's restful and it's resplendent with trees – it's also deceptively tricky. Aldan Forest's holes are flanked by woodland, bunkers and the occasional water hazard. Whilst the trees keep the winds down, they also represent an unpredictable danger – lodge your ball in the middle of a clump of pines and you'll have to play a pretty funky recovery shot.

Cranfield Lakes

Those hundreds of lakes and ponds might well look attractive, but they disguise the difficulty of this course. Due to the rather soggy nature of water, you'll need to play some seriously accurate shots if you're to hit the greens. Pay close attention to the wind-meter, a small gust can nudge that carefully aimed shot straight into the drink.

Marston Beach

This links course is reminiscent of the testing PGA courses that are so popular in America. The principle hazard here is the powerful ocean breeze which blows in off the coast. However it's exactly this unpredictability that makes this course one of the most enjoyable to play.

Victoria Plains

Having mastered the wind, the trees and the water, you'll have to get to grips with some tricky slopes on this course. The Victoria Plains golf course undulates all over the place, meaning that balls don't bounce quite as you'd expect them to. Combine this with some punishing putting greens and you've got a cunningly difficult course.

Some Top Tips

- Pay very careful attention to that wind-meter. A gust of 7mph or over can deflect your ball quite severely off its flight path. Overcome this problem by fading or drawing the ball.
- If you get caught in a sand trap, hit the ball much harder than you would if it were on grass – it takes more effort to free the ball from sand.
- When you're putting note whether or not you're playing up or down a slope and curve the ball inwards accordingly.
- Don't be tempted to use a high iron (1, 2, 3, 4, 5 or 6) or a wood when your ball's got a grotty lie in the grass – the ball will merely limp forward a foot or two. Instead use a low iron (7, 8, 9 or the pitching wedge) with as much power as you can muster.
- If there's a tree right in your line of sight, use the pitching wedge to knock the ball up over the obstacle.
- Make extensive use of the overhead map – don't just trust the CPU to point you in the right direction.

Glossary

19th Hole – The 19th Hole is the name traditionally given to the bar in the clubhouse at golf courses. 80 years ago it was a funny joke.

Bunker – Sandpits placed in strategic positions to catch badly aimed shots.

Driver – This heavy duty club (also known as a **Wood** because of its wooden head) is used from the tee. Drivers are designed to send the ball a long way – the **1 Wood** for example can send the ball 240 yards at 100% strength.

Fairway – The fairway is the smooth central reservation of grass. Ideally all your shots should end up on the fairway as you can virtually guarantee a good lie.

Foul – In golf a foul is a shot that ends up out of bounds. If the ball is played either too far to the left or right, past the white markers then the ball is out of bounds. Any ball that ends up in the water is considered a foul ball.

Handicap – This is how golfers are rated. The higher the handicap (such as 20), the worse the player. Very good golfers have negative handicaps (-4 for instance). These handicaps are used in stroke competitions and indicate the number of shots a player is allowed to subtract from the final score.

Hazard – Any obstacle that might obstruct the path of the ball.

Hook – To hit the ball left for a right handed golfer and right for a left handed golfer.

Iron – The majority of your shots will be played with an iron. These metal clubs range from the **1 Iron** (the most powerful) to the **Pitching Wedge** (the weakest). Irons are useful for extracting your ball from a bad lie or a hazard.

Lie – The terrain your ball is lying in. A **good lie** is a nice flat surface such as the fairway. A **bad lie** is when the ball's in a tricky position and you'll have difficulty hitting it.

Par – This is the number of shots that you should be able to get the ball down in. The designers of each golf course make an appraisal of each hole based on an average player. If you get the ball down in fewer shots than par then you've played **under par** if you make the hole in more shots then you're **over par**.

Putting green – Surrounding each hole is a very smooth green. When you're ball's on this area of grass you must use a putting iron to sink the ball.

Slice – To hit the ball right for a right handed golfer and left for a left handed golfer.

Tee – This is the area from which you play the first shot of a hole. Whilst on the tee you're allowed to perch the ball on a wooden or plastic prop – giving you a clear shot at the ball.

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